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Your petitioner, ERNEST W. MOODY, a citizen of the United States and a resident of Las Vegas, State of Nevada, whose post office address is 2116 Redbird Drive, Las Vegas, Nevada 89134 prays that letters patent may be granted to him for the improvements in the ELECTRONIC VIDEO SLOT AND POKER GAMES, set forth in the following specification.

ELECTRONIC VIDEO SLOT AND POKER GAMES

Cross-Reference to Related Applications

This application is a Continuation-in-Part of Application Serial No. 08/495,952, entitled "Poker-Style Card Game", filed June 28, 1995, now U.S. Patent No. 5,531,448; and is also based on and is a Continuation-in-Part of Provisional Application Serial No. 60/019,879, entitled "Electronic Video Poker Games", filed June 17, 1996; and is also a Continuation-in-Part of Application Serial No. 08/755,174, entitled "Electronic Video Poker Games", filed November 25, 1996, now Patent No. 5,732,950; and is also a Continuation-in-Part of Application Serial No. 08/900,965, entitled "Electronic Video Poker Games", filed July 25, 1997, now U.S. Patent No. 5,823,873; and is also a Continuation-in-Part of Application Serial No. 09/040,143, entitled "Multi-line Slot Machine Method, filed March 17, 1998, now U.S. Patent No. 5,976,016; and is also a Continuation-in-Part of Application Serial No. 09/083,531, entitled "Electronic Video Poker Games", filed May 22, 1998, now U.S. Patent No. 6,007,066; and is also a Continuation-in-Part of Application Serial No. 09/175,226, entitled "Electronic Video Poker Games", filed October 20, 1998, now <sup>U.S. Patent No. 6,098,985</sup> pending; and is also a Continuation-in-Part of Application Serial No. 09/395,292, entitled "Multi-line Slot Machine Method", filed September 13, 1999, now <sup>U.S. Patent No. 6,120,378</sup> pending. The disclosure of each of these earlier patents and/or applications is

1 incorporated herein by this reference, with each of these  
2 earlier applications being commonly owned with this applica-  
3 tion.

#### 4 5 Background of the Invention

6 This invention relates primarily to electronic video  
7 gaming machines that allow the player to play both poker games  
8 and slot reel games. In one or more versions, the invention  
9 relates to electronic video poker games that are based on  
10 poker hand rankings and allow the player to discard and  
11 replace unwanted cards with replacement cards. The present  
12 invention has many versions with the common thread being that  
13 whatever cards are held by the player from a first hand are  
14 duplicated or reused into other hands and these cards are  
15 held. Additional cards are dealt as replacement cards for  
16 those cards discarded from the first hand and to complete the  
17 other hands and the player is paid for winning poker hand  
18 combinations. In other versions, slot symbols are used in the  
19 place of the playing cards and the player selects the slot  
20 symbols to hold from the first row and the held slot symbols  
21 are duplicated or reused in the other slot rows. The reels  
22 are respun to complete the slot rows and the player is paid  
23 for winning slot combinations.

## Summary of the Invention

One version of the present invention is a method involving a card game in which the player makes a wager to play one or more poker hands which are displayed as pay lines in a display that looks like a multi-line slot reel machine. In one embodiment of the present invention, three adjoining horizontal rows, each having five card locations, are displayed to the player. The reels are spun a first time and one row of playing cards, such as the center row and representing a first hand, are displayed to the player. The player selects none, one or more of the face up cards from the first hand as cards to be held. The cards that are held are duplicated or reused from the first row into all of the other rows, such as the top row and bottom row which adjoin the center row. The reels that do not have held cards are then respun so that additional cards are displayed into the first row and all other rows so that each row is a five card hand. The poker hand ranking of each five card hand along each pay line which is being played by the player is determined. The player is then paid for any winning poker hands based on a pay table and the amount of the player's wager. The pay lines may comprise any suitable configuration of cards as long as there is only one card used from each card position regardless of which row the card is displayed in.

Another version of the present invention is a method in which slot symbols are used in place of the playing cards.

1 The method of play is the same as the playing card version and  
2 the player is paid for winning slot symbol combinations  
3 instead of poker hand rankings. Again, the pay lines may  
4 comprise any suitable configuration of slot symbols as long as  
5 there is only one slot symbol used from each reel position  
6 regardless of which row the slot symbol is displayed in.

#### 7 8 Brief Description of the Drawings

9 Figure 1 shows a gaming machine that can be used to  
10 practice the method of the present invention.

11 Figure 2 shows the screen display for the poker game  
12 version of the present invention after the initial deal of the  
13 cards;

14 Figure 3 shows the screen display for the poker game  
15 version of the present invention after the player selects the  
16 cards to be held;

17 Figure 4 shows the screen display for the poker game  
18 version of the present invention after the replacement and  
19 additional cards have been dealt;

20 Figure 5 shows the screen display for the poker game  
21 version of the present invention displaying the card positions  
22 that correspond to pay line #1;

23 Figure 6 shows the screen display for the poker game  
24 version of the present invention displaying the card positions  
25 that correspond to pay line #2;

1           Figure 7 shows the screen display for the poker game  
2 version of the present invention displaying the card positions  
3 that correspond to pay line #3;

4           Figure 8 shows the screen display for the poker game  
5 version of the present invention displaying the card positions  
6 that correspond to pay line #4;

7           Figure 9 shows the screen display for the poker game  
8 version of the present invention displaying the card positions  
9 that correspond to pay line #5;

10          Figure 10 shows the screen display for the poker game  
11 version of the present invention displaying the card positions  
12 that correspond to pay line #6;

13          Figure 11 shows the screen display for the poker game  
14 version of the present invention displaying the card positions  
15 that correspond to pay line #7;

16          Figure 12 shows the screen display for the poker game  
17 version of the present invention displaying the card positions  
18 that correspond to pay line #8; and

19          Figure 13 shows the screen display for the poker game  
20 version of the present invention displaying the card positions  
21 that correspond to pay line #9.

#### 22 23           Detailed Description of the Preferred Embodiments

24          The present invention includes a variety of electronic  
25 video poker and slot games. Each game uses a plurality of pay  
26 lines, with the number of possible pay lines exceeding the

1 number of actual horizontal rows appearing in the video  
2 display.

3 In the method of play of TRIPLE PLAY POKER™ disclosed in  
4 U.S. Patent No. 5,823,873 (the disclosure of which being  
5 incorporated herein), there are three pay lines, each compris-  
6 ing a single horizontal row of playing cards. In the method  
7 of play of the multi-line slot reels game disclosed in U.S.  
8 Patent No. 5,976,016 (the disclosure of which being incorpo-  
9 rated herein), each of the pay lines comprise a single  
10 horizontal row of slot symbols.

11 In a preferred embodiment of the present invention, the  
12 playing cards which form each poker hand or the slot symbols  
13 which form each slot symbol combination may come from more  
14 than one of the rows, and not just from a single horizontal  
15 row. This allows the number of pay lines to be increased  
16 beyond the number of horizontal rows displayed to the player.

17 One way to accomplish this desired result is to provide  
18 a matrix of card positions or a matrix of slot symbol posi-  
19 tions and to then designate multiple pay lines which include  
20 both the straight pay lines formed by the horizontal rows and  
21 staggered pay lines that use one or more card positions of  
22 slot symbol positions from the matrix of card or slot symbol  
23 positions. The player then has the option to activate any one  
24 or more of a number of hands or pay lines by placing an  
25 appropriate wager on each hand or pay line that the player  
26 wishes to be active for that round of play of the game.

1 In one embodiment of the present invention, a three-by-  
2 five matrix of card or slot symbol positions is used. The  
3 "three" portion of the matrix represents the three horizontal  
4 rows and the "five" portion of the matrix are the five  
5 vertical columns of card or reel positions. In the preferred  
6 embodiment of the present invention, the card symbols or reel  
7 symbols will appear as representations of spinning reels when  
8 the game is activated for both the initial deal step and the  
9 draw step.

10 When using such a three-by-five matrix, any suitable  
11 configuration of hands or pay lines may be used. A preferred  
12 embodiment of the present invention would use the following  
13 nine pay lines.

14 Pay line #1 comprises the five cards of a center row:

15 T,0080  
16  
17  
18

|   |   |   |   |   |
|---|---|---|---|---|
|   |   |   |   |   |
| X | X | X | X | X |
|   |   |   |   |   |

19 Pay line #2 comprises the five cards of a top row:

20 T,0081  
21  
22  
23

|   |   |   |   |   |
|---|---|---|---|---|
| X | X | X | X | X |
|   |   |   |   |   |
|   |   |   |   |   |

24 Pay line #3 comprises the five cards of a bottom row:

25  
26 T,0082  
27

|   |   |   |   |   |
|---|---|---|---|---|
|   |   |   |   |   |
|   |   |   |   |   |
| X | X | X | X | X |



1 Pay line #4 comprises a "V"-shaped pay line containing  
2 cards from each of the rows:

3  
7,0090  
4  
5  
6

|   |   |   |   |   |
|---|---|---|---|---|
| X |   |   |   | X |
|   | X |   | X |   |
|   |   | X |   |   |

7 Pay line #5 comprises an inverted "V"-shaped pay line  
8 containing cards from each of the rows:

9  
7,0091  
10  
11

|   |   |   |   |   |
|---|---|---|---|---|
|   |   | X |   |   |
|   | X |   | X |   |
| X |   |   |   | X |

12  
13 Pay line #6 comprises two cards from the top row, a  
14 single card from the middle row, and two cards from the bottom  
15 row:

16  
17  
7,0092  
18  
19

|   |   |   |   |   |
|---|---|---|---|---|
| X | X |   |   |   |
|   |   | X |   |   |
|   |   |   | X | X |

20 Pay line #7 comprises two cards from the bottom row, a  
21 single card from the middle row, and two cards from the top  
22 row:

23  
24  
7,0093  
25  
26

|   |   |   |   |   |
|---|---|---|---|---|
|   |   |   | X | X |
|   |   | X |   |   |
| X | X |   |   |   |

Pay line #8 comprises three cards from the middle row,  
and a single card from each of the top row and bottom row:

|   |   |   |   |   |
|---|---|---|---|---|
|   | X |   |   |   |
| X |   | X |   | X |
|   |   |   | X |   |

Pay line #9 comprises three cards from the middle row,  
and a single card from each of the top row and bottom row:

|   |   |   |   |   |
|---|---|---|---|---|
|   |   |   | X |   |
| X |   | X |   | X |
|   | X |   |   |   |

These nine pay line configurations are merely representa-  
tive of a myriad of pay line configurations which can be used.  
The total number of pay lines which may be used may be more or  
less than nine.

In one arrangement, wagers by the player activates the  
pay lines in sequential order starting with pay line #1  
through pay line #9, with the player being required to place  
nine wagers in order to play all nine pay lines. In another  
arrangement, a player may be permitted to place one wager to  
play a group of pay lines. For example, a player may be  
permitted to place a single wager to play the first three pay  
lines, another wager for pay lines #4-#6, and yet another  
wager for pay lines #7-#9. In yet another arrangement, the  
player can simply select how many credits the player wishes to  
play on which of the pay lines up to maximum number of pay

1 lines and credits allowed by the configuration of the gaming  
2 machine. In a preferred embodiment, the maximum wager would  
3 be forty-five credits (five credits wagered on each of the  
4 nine pay lines).

5 Figure 1 shows generally at 10 a gaming machine upon  
6 which the method of the present invention can be carried out.  
7 The gaming machine 10 includes a video screen display 20 on  
8 which are shown the playing cards that will be used during the  
9 play of the method of the present invention. The video screen  
10 display 20 also includes other information and data presented  
11 to the player to allow the player to understand the play of  
12 the game and to effect the operation of the method.

13 In the preferred embodiment of the present invention, the  
14 video screen display 20 also shows a credit meter 22 and a  
15 first display 24 of the number of credits bet per hand, with  
16 each hand being considered a "line". A second display 25  
17 shows the number of "lines" (pay lines) upon which the player  
18 has made a wager. The video screen display also has touch  
19 screen locations to allow the player to DRAW 47 replacement  
20 cards, to make his BET 26 and to choose the number of LINES 28  
21 upon which the player wishes to wager. Each of the card  
22 locations on the video screen display can also be touch screen  
23 locations so that the player may designate which cards he  
24 wishes to hold by merely touching the card location on the  
25 video screen display 20.

26 The gaming machine 10 also has a button panel 40 which

1 includes typical buttons that the player may press to activate  
2 various actions during the play of the method of the present  
3 invention. A CASH OUT button 41 is provided to allow the  
4 player to collect any credits which the player has accrued on  
5 the credit meter 22. A BET MAX button 42 and a BET ONE button  
6 44 are provided to allow the player to wager either the  
7 maximum amount of credits permitted by the gaming machine or  
8 to wager one credit at a time on the play of the game as  
9 desired by the player. A DRAW button 46 is provided to allow  
10 the player to effect the draw step of the method of play as  
11 desired should the player prefer to use the button panel 40  
12 instead of the DRAW touch screen location 47 on the video  
13 screen display 20. A plurality of HOLD buttons 48 are also  
14 provided to allow the player to select which cards the player  
15 wishes to hold should the player prefer to use the button  
16 panel instead of the card touch screen locations on the video  
17 screen display 20. If desired, buttons may be added to the  
18 button panel 40 to allow the player to select the number of  
19 pay lines upon which the player wishes to wager and to select  
20 the amount to be wagered on each active pay line.

21 The gaming machine 10 also includes a coin head 50 to  
22 allow the player to insert coins or gaming tokens as wagers to  
23 allow play of the gaming machine 10. A bill acceptor slot 52  
24 is also provided on the gaming machine 10. In order to accrue  
25 credits that may be used to play the gaming machine 10, the  
26 player inserts paper currency or other suitable script or

1 gaming coupons into the bill acceptor slot 52 behind which, on  
2 the interior of the gaming machine 10, is mounted a bill  
3 acceptor which takes in and validates the currency. The  
4 monetary value of the inserted currency is then applied to the  
5 credit meter 22, the credits on which the player may use to  
6 play the gaming machine.

7 The gaming machine 10 is operated by conventional  
8 computer controls which are mounted on the interior of the  
9 gaming machine. Any other conventional and suitable equipment  
10 can be included in the gaming machine 10.

11 The gaming machine of the present invention can be used  
12 for electronic video poker games designed to be played by  
13 having a first poker hand representing a first pay line  
14 displayed to a player on the video screen 22. By manipulating  
15 the buttons on the gaming device or by using conventional  
16 touch screen technology, the player selects which cards he  
17 wishes to play, which are then duplicated or reused into the  
18 other pay lines, and which cards he wishes to discard.  
19 Replacement cards are then displayed for the discarded cards  
20 on the first pay line, additional cards are displayed into the  
21 other pay lines and the outcome of the play of the hand is  
22 determined.

23 Again, in one arrangement, each row is treated as a  
24 separate hand for payout purposes. Each row is evaluated for  
25 poker hand ranking and the player is paid based on the amount  
26 of his wager on each row depending on the poker hand ranking

1 achieved for that row. A suitable pay table is provided as is  
2 conventional for electronic video poker games with the amount  
3 of the player's winnings being based on the poker hand ranking  
4 achieved and the amount wagered by the player on each hand.

5 In the preferred embodiment of this version of the  
6 present invention, the amount of the player's wager on each  
7 pay line would be the same. Alternatively, the player could  
8 be allowed to make wagers of different amounts on each pay  
9 line.

10 Thus, the player has effectively played one to nine pay  
11 lines, as selected by the player, at the same time. The  
12 player could win on all nine pay lines, could lose on all nine  
13 pay lines, could win on some of the pay lines and lose on the  
14 other pay lines.

15 As described in more detail by way of example below, some  
16 of the pay lines will contain playing cards from only one row  
17 of cards and others of the pay lines will contain cards from  
18 more than one of the rows.

19 In the preferred embodiment of this invention, the game  
20 is dealt using a single standard fifty-two card deck. In this  
21 embodiment, all of the cards used to play the game are dealt  
22 from a single standard fifty-two card deck of playing cards.  
23 The initial deal of the cards for the first row come from this  
24 single deck. After the player selects the cards from the  
25 first row of cards that will be duplicated or reused into the  
26 other rows, if any, the replacement cards for the first row

1 and the additional cards needed for the second and third rows  
2 all come from this same fifty-two card deck depleted by the  
3 first five cards.

4 In another embodiment of the present invention, the game  
5 is dealt using three separate decks of cards -- the initial  
6 deal of the cards for the first row and the replacement cards  
7 for the first row are dealt using a first standard fifty two  
8 card deck. After the player selects the cards from the first  
9 row of cards that will be duplicated or reused into the other  
10 rows, the additional cards for the second row are dealt using  
11 a second deck of forty-seven cards which comprises a standard  
12 fifty-two card deck having the player's five initial face up  
13 cards shown in the first row omitted therefrom and the  
14 additional cards for the third row are dealt using a third  
15 deck of forty-seven cards which comprises a standard fifty-two  
16 card deck having the player's five initial face up cards shown  
17 in the first row omitted therefrom. This is accomplished  
18 using the computer controls that operate the gaming machine  
19 with the software being written so that the second and third  
20 decks used to deal the additional cards for second and third  
21 rows, respectively, have removed therefrom the five cards  
22 initially dealt.

23 In either the single deck embodiment or the multiple deck  
24 embodiment, one or more cards may alternatively be designated  
25 as wild cards or one or more Jokers may be added to the deck  
26 or decks and designated as wild cards. This allows the

1 methods of the present invention to be applied to any of the  
2 various wild card video poker games that are known in the art,  
3 such as Deuces Wild or Jokers Wild.

4 Special bonus payouts can be added if the player achiev-  
5 es, either on the deal or after the draw, three hands of the  
6 same rank at the same time. These bonus payouts could be  
7 fixed amounts or progressive payouts. For example, the player  
8 could win a progressive payout for achieving nine Full Houses  
9 at the same time. As another example when three decks are  
10 used, the player can receive a large fixed or progressive  
11 payout if the player achieves the same poker hand in each of  
12 the three rows: such as a Royal Flush in Spades in all three  
13 rows which would yield nine Royal Flushes if the player had  
14 wagered on all nine pay lines.

15 An example of play utilizing such an arrangement of these  
16 pay lines is shown in Figures 2-13. Figure 2 shows the video  
17 display screen for an initial deal of five cards as displayed  
18 to the player. In the preferred embodiment of the present  
19 invention, the initial deal of five cards is displayed in the  
20 center row of the three-by-five matrix, although any row may  
21 be used to display the initial deal. The computer controls of  
22 the gaming machine electronically shuffle the deck of cards  
23 and randomly select five cards as the initial deal. The other  
24 two rows are shown with representations of face down cards.

25 The player initially starts the play of one round of the  
26 game by selecting which pay lines the player wishes to play



1 and the amount of the wager on each pay lines. In the example  
2 shown in Figures 2-13, the player has chosen to wager on all  
3 nine pay lines and the amount wagered is five credits on each  
4 pay line for a total wager of forty-five credits. The player  
5 effects the line selection and the wager amount by using the  
6 BET location 26 and the LINES location 28 on the video screen  
7 display 22 or by using the appropriate buttons on the button  
8 panel 40. The indication of the number of pay lines is shown  
9 in the LINES meter 25 and the amount wagered on each line is  
10 shown in the BET PER LINE meter 24 on the video screen display  
11 22. The CREDITS meter 22 will be decremented the amount of  
12 the player's total wager.

13 In the example shown in Figure 2, the top row 110 has  
14 been dealt face down and the bottom row 130 has been dealt  
15 face-down. The initial deal of cards to the player in the  
16 center row 120 are the Four of Clubs 121, the Jack of Spades  
17 122, the Six of Diamonds 123, the King of Spades 124 and the  
18 Eight of Hearts 125.

19 The player selects those cards in the center row 120 that  
20 he wishes to hold. The player effects this selection by  
21 pressing buttons or, using touch screen technology, by simply  
22 pressing the cards on the screen that the player wishes to  
23 hold. Each card that is held by the player from the center  
24 row 120 is duplicated or reused in the corresponding verti-  
25 cally aligned position in both the top row 110 and the bottom  
26 row 130. Therefore, three representations of each of the held

1 cards are now displayed on the screen. The player may hold  
2 from zero to five cards from the center row 120.

3 Figure 3 shows an example of the play of the hand when  
4 the player has held card 122 and card 124 from the center row  
5 120. Card 122, the Jack of Spades, is duplicated or reused in  
6 the same aligned position in top row 110 and in bottom row  
7 130. Likewise, card 124, the King of Spades, is also dupli-  
8 cated or reused in the same aligned positions in top row 110  
9 and bottom row 130. All of the other card positions are shown  
10 as the back of playing cards indicating that cards will be  
11 dealt to these card positions when the draw step occurs.

12 After the player is satisfied with his selection of the  
13 held cards, the player presses the "DRAW" button and replace-  
14 ment cards are dealt for the discarded cards to complete each  
15 of the three rows.

16 As illustrated in Figure 4, the card 126 in the center  
17 row 120 is dealt and is the King of Clubs, card 127 in the  
18 center row 120 is dealt and is the King of Diamonds and card  
19 128 in the center row 120 is dealt and is the Jack of Clubs.  
20 Further, as shown in Figure 4, cards are added to the top row  
21 110 and bottom row 130 to complete five card hands in those  
22 rows. In this case, with regard to the top row 120, the added  
23 cards are card 116, the Queens of Spades; card 117, the Ace of  
24 Hearts and card 118, the Ace of Spades. With regard to the  
25 bottom row 130, the added cards are card 136, the Jack of  
26 Hearts; card 137, the Ten of Spades and card 138, the Queen of

1       Diamonds.

2               Each pay line that has been wagered upon by the player  
3       comprising five cards are then considered to determine if the  
4       player is a winner. Figures 5-13 illustrate application of  
5       pay lines #1-#9 described and illustrated above to the  
6       resultant fifteen card set illustrated in Figure 4.

7               Figure 5 illustrates pay line #1 which includes the five  
8       cards of the center row 120. As illustrated, after the draw,  
9       these five cards have a poker hand ranking of a full house.  
10       Figure 6 illustrates pay line #2 which includes the five cards  
11       of the top row 110. As illustrated, after the draw, these  
12       cards have a poker hand ranking of a pair of Aces. Figure 7  
13       illustrates pay line #3 which includes the five cards of the  
14       bottom row 130. As illustrated, after the draw, these cards  
15       have a poker hand ranking of a pair of Jacks.

16               Figure 8 illustrates pay line #4 which comprises a "V"-  
17       shaped pay line containing cards from each of the rows. After  
18       the draw, the cards along this pay line have a poker hand  
19       ranking of a Royal Flush. Figure 9 illustrates pay line #5  
20       which comprises an inverted "V"-shaped pay line containing  
21       cards from each of the rows. After the draw, the cards along  
22       this pay line have a poker hand ranking of a pair of Jacks.  
23       Figure 10 illustrates pay line #6 which comprises two cards  
24       from the top row, a single card from the middle row, and two  
25       cards from the bottom row. After the draw, the cards along  
26       this pay line have a poker hand ranking of two pair.

1           Figure 11 illustrates pay line #7 which comprises two  
2 cards from the bottom row, a single card from the middle row,  
3 and two cards from the top row. After the draw, the cards  
4 along this pay line have a poker hand ranking of two pair.  
5 Figure 12 illustrates pay line #8 which comprises three cards  
6 from the middle row, and a single card from each of the top  
7 row and bottom row. After the draw, the cards along this pay  
8 line have a poker hand ranking of a full house. Finally,  
9 Figure 13 illustrates pay line #9 which comprises three cards  
10 from the middle row, and a single card from each of the top  
11 row and bottom row. After the draw, the cards along this pay  
12 line have a poker hand ranking of a full house.

13           As described above, the cards along each pay line for  
14 which the player has placed a wager are evaluated for poker  
15 hand ranking and the player is paid based on the amount of his  
16 wager for that pay line.

17           Any suitable pay table can be used to determine the  
18 payouts associated with the various poker hand rankings that  
19 may be achieved by the player. The particular pay table that  
20 is used is based on the mathematical return desired to be  
21 provided on the gaming machine.

22           The arrangement of multiple pay lines may be applied to  
23 versions of the game having more or less than three rows of  
24 cards, such as two, four, five or more rows of cards. It is  
25 also possible to apply the principles of this invention to  
26 poker hands that have less than five cards, such as three-card

1 poker or four-card poker by providing each row with only three  
2 cards or four cards. Furthermore, each row could have six or  
3 more cards if desired.

#### 4 5 Electronic Slot Games

6 Another version of the present invention comprises a  
7 method of play that can be programmed on an electronic video  
8 slot machine. Each electronic video slot machine is pro-  
9 grammed to display multiple pay lines with each pay line  
10 displaying multiple symbols. Each pay line with its multiple  
11 symbols are displayed on a video screen to a player. In  
12 essence, this game has many of the characteristics of the  
13 above-described poker game, except that the symbols may  
14 comprise types of indicia other than cards.

15 Initially, the player selects the number of pay lines  
16 that the player wishes to play and the player selects the  
17 amount the player wishes to wager on each pay line. Then, a  
18 row of symbols are first randomly selected and displayed on a  
19 first row, such as the center row. By manipulating the  
20 buttons on the gaming device or by using conventional touch  
21 screen technology, the player selects which of the initial  
22 symbols on the first row the player wishes to hold and which  
23 symbols he wishes to discard. Symbols that are held by the  
24 player are then duplicated or reused into all of the other  
25 rows that are displayed.

1 Replacement symbols are then randomly selected and  
2 displayed for the discarded symbols and the outcome of the  
3 play of the game is determined. Each pay line that has been  
4 wagered upon by the player is analyzed to determine if a  
5 winning combination of slot symbols appears on that pay line.  
6 Any suitable arrangement of pay lines may be used, such as the  
7 nine pay lines that are used in the poker game version of the  
8 present invention.

9 In the preferred embodiment of the present invention, the  
10 player is required to make a wager on the first pay line and  
11 at least one of the other pay lines. Generally, the pay lines  
12 wagered on by the player would be activated in order from pay  
13 line #1 through pay line #9, but any other order of activation  
14 could be used.

15 In the preferred embodiment of this version of the  
16 present invention, the amount of the player's wager on each  
17 pay line would be the same. Alternatively, the player could  
18 be allowed to make wagers of different amounts on each pay  
19 line.

20 The number of symbols used in the method of play is not  
21 critical and is based on the probabilities desired to be  
22 employed in the game.

23 Any suitable pay table can be used with the winning  
24 amounts and symbol combinations being based on the mathemati-  
25 cal return desired to be provided on the gaming machine.

1           While the invention has been illustrated with respect to  
2           several specific embodiments thereof, these embodiments should  
3           be considered as illustrative rather than limiting. Various  
4           modifications and additions may be made and will be apparent  
5           to those skilled in the art. Accordingly, the invention  
6           should not be limited by the foregoing description, but rather  
7           should be defined only by the following claims.